SNS-F2-USA

INSTRUCTION BOOKLET

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

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Thank you for selecting the Super Nintendo Entertainment System® STAR FOX 2™ game pak.

Please read this instruction booklet thoroughly to ensure proper handling of your new games. Then save this booklet for future reference.

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STARFOX 2

The battle for the galaxy is over. The evil emperor Andross's plans to seize control of the once-great Lylat system have been thwarted by the army of Corneria - thanks in no small part to the brave deeds of elite fighter squadron Star Fox. Their mission accomplished, Fox McCloud and his team depart once more for the deep expanses of space, sent off by the cheers and adoration of Corneria's grateful inhabitants.

However...

Andross has survived. Consumed with desire for revenge, he plots an invasion even more terrible than the last. The people of Lylat cannot know it, but the peace they are enjoying is doomed to be short-lived. And sure enough, one fateful day, the forces of Andross attack once again.

Taken completely by surprise, the planets of the Lylat system fall one by one to Andross's advancing army. Corneria, at the hub of the galaxy, now lies exposed and within the clutches of the maniacal emperor!

"We've lost every outpost. The way things are going, we may struggle to hold Corneria..."

Musing on the grave state of affairs, General Pepper of the Cornerian army knows there is one last resort.

"Get me Star Fox! The galaxy needs their help!"

Star Fox is back. With upgraded Arwing fighters and two new members drafted from the Cornerian army, they're tougher and meaner than ever before. This time, they will put a stop to Andross...for good.

Fox McCloud

A capable leader who commands the unquestioning loyalty of the Star Fox team.

Falco Lombardi

An ace pilot who enjoys a friendly rivalry with Fox.

Peppy Hare

A seasoned veteran whose cool head and wisdom holds the team together.

Slippy Toad

A somewhat jittery type who is prone to errors, but it's hard to dislike him.

Miyu

An advocate of the old maxim, "The best defense is a good offense".

Fay

The daughter of an aristocratic family, she has relinquished high society and taken up arms to defend her home planet.

Mysterious Mercenary Squadron, Star Wolf

Not much is known about the shadowy squad of unscrupulous mercenaries known as Star Wolf. Bankrolled by Andross, this four-person team are wanted and feared throughout the galaxy, and will stop at nothing to achieve their goals.

Wolf O'Donnell

This despicable criminal will betray anyone for the right price.

Leon Powalski

An inscrutable and sinister alien.

Pigma Dengar

Arrogant and cruel, and possessed of a fiendish strength.

Algy

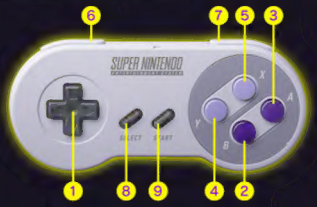
Rumoured to be the most devious creature in the cosmos, he exploits the weaknesses of his targets with merciless precision.

1. Piloting the Arwing in Battle View

Flight mode ↔ Walker mode

Flight mode

There are four control types available, A - D. You can choose your preferred control type from the pilot selection screen.



>> Type A

❶	✚	↑ Descend ←→ Turn ↓ Ascend
❷	B	Blaster
❸	A	Brake
❹	Y	Boost (temporary speed increase)
❺	X	Special item
❻	L	Quick turn left (left barrel roll)
❼	R	Quick turn right (right barrel roll)
❽	SELECT	Transform
❾	START	Pause/View map screen

>> Types B and D

❶	✚	↑ Ascend ↓ Descend

›› Types C and D

2	B	Brake
3	A	Special item
4	Y	Blaster
5	X	Boost

· The functions of the L, R, SELECT and START Buttons stay the same regardless of control type and current form.

Walker mode

1	⬆ Forwards ⬅ ➡ Sidestep ⬇ Backwards	
2	B	Blaster
3	A	Jump/Swim
4	Y	Accelerate after jump
5	X	Special item
6	L	Turn left
7	R	Turn right
8	SELECT	Transform
9	START	Pause/View map screen

· In Walker mode, your blaster is more powerful than the standard flight-mode blaster. Additionally, the height of blaster shots is automatically adjusted in order to hit targets, to a certain extent.

· There are some elements like Shield Squares and switches in enemy territory that can only be used while in Walker mode.

2. Planning Strategy on the Map Screen

On the map screen, you can choose which enemies you want to engage. Select a target with the +Control Pad, press the B Button and your Arwings will start to move towards it.

❶	+Control Pad	Select destination (move cursor)
❷	B	Confirm destination
❸	Y	Cancel (stops time)
❹	X	Cancel (stops time)

- Time will start to pass as soon as you press the B Button, meaning that the enemy will also be active. It's a good idea to use the cancel function if you need to stop and rethink your strategy.
- Press the SELECT Button to switch to your wingman.

On the title screen, select an option using the +Control Pad, and confirm your choice by pressing the START or B Button. Cancel by pressing the X or Y Button.

» MISSION
Take on the forces of Andross in the game's story mode.

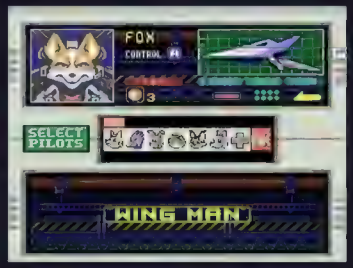
» RECORD
View the top five scores. You can also erase records here.

» STEREO
Toggle between stereo and mono audio settings.

MISSION

First, select a difficulty level (EXPERT mode is only selectable after clearing HARD mode under certain conditions). The aim of the game is to defend Corneria from enemy attacks while reclaiming occupied territory from Andross's forces.

- The planets occupied by Andross's forces are different each time you play the game. However, if you fail the game and then retry, they will be the same as before.
- You can skip the intro sequence by pressing the START Button. During the game, messages from General Pepper can be fast-forwarded using the B Button.



There are six different pilots to choose from. The story will center around the main character and wingman that you select at the start of the game. There are three different types of Arwing craft, and each character always flies the same kind of craft.

On the pilot selection screen, choose a character using the +Control Pad, and confirm your choice by pressing the B Button (cancel by pressing the X or Y Button). Select the icon on the far right to switch between the four different control types. Your wingman will be chosen automatically, but you can change the selection using the +Control Pad if you wish.

This game is played by identifying targets on the map screen and engaging them in battle view.

Map Screen

This screen gives an overview of the Lylat system. Move the cursor with the +Control Pad and press the B Button to send your Arwings towards that point. Selecting a new target and pressing the B Button again will change your Arwings' course. Your craft and those of the enemy will move simultaneously. If they meet you will leave the map screen and enter battle view.

1. Occupied planet
2. Enemy battle cruiser en course for Corneria
3. Enemy unit en course for Corneria
4. Missile en course for Corneria
5. Arwing
6. Mothership (repairs damaged craft)
7. Satellite system
   (Cornerian defense installations equipped with laser cannons)

- The type and number of craft in an enemy unit is displayed when you highlight it with the cursor.
- Arwings and enemy craft do not start moving until you press the B Button.

Battle View

In battle view, the number of enemies remaining is shown on the TARGET display. While on planets, these targets also include fortresses containing reactors, switches that reveal those fortresses and other such elements.

A Score

B Remaining targets

Shows the number of targets remaining in the area.

C Time

Displays the time elapsed since the commencement of battle.

D Radar

Displays objects in the immediate vicinity of your craft.

E Attitude gauge

F Blaster charge gauge

Hold down the B Button to charge your blaster. Once the gauge is full you can fire off a power-blaster shot, but if you take damage while charging, the gauge will empty. Charging speed varies depending on which type of Arwing you are piloting.

G Shield meter

The indicators go from blue, to yellow, to red as you incur damage. When all indicators have gone red, one more hit will cause your craft to explode. The strength of your shield varies depending on which type of Arwing you are piloting.

H Special item

Shows the type of special item you have equipped, and how many uses you have remaining.

I Enemy damage

Indicates the amount of damage you've inflicted on enemy bosses.

J Damage to Corneria

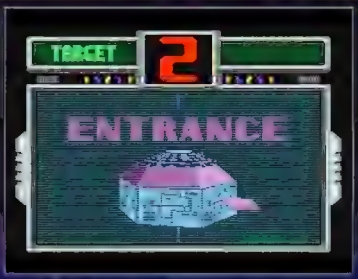
Shows the damage inflicted to Corneria when it is attacked.

Mission Example

- You select a destination on the map screen – the meteor base!

- You receive a mission brief from General Pepper.

- You have two targets. Seek them out one by one, and find that fortress!

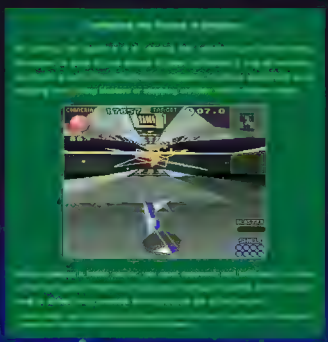


Mission Example

4. Target acquired - engage! First, activate the switch by stepping on it while in Walker mode.

Once the switch is activated, the x symbols will change to ○ symbols.

5. The full form of the fortress is at last revealed. Infiltrate it, and find and destroy the reactor at its core!



Look out for special capsules while in battle view. You can find them floating in space, or reveal them by triggering switches on land. Pick them up, and you'll receive upgrades such as blaster power-ups or new special items. Certain enemies will also drop capsules when defeated.

» Blaster
The default Arwing laser cannon. Fire it by pressing the B Button.

» Power Blaster
Hold down the B Button to charge this blaster. When the charge gauge is full you can fire off a power-blaster shot.

» Twin Blasters
Pick up the capsule shown on the right, and you'll be able to fire two shots simultaneously. Pick up a second one, and your twin blasters will be upgraded to the more powerful type-B cannons.

While in Walker mode your laser blaster is more powerful than in flight mode.

Special Items

Press the X Button to use your special item. Each kind of vessel starts out with a special item that can be used three times. You can pick up special item capsules to increase the number of times you can use the item (up to a maximum of nine). Your special item will change according to the type of capsule you pick up.

» Smart Bombs
The standard loadout on prototype-model Arwings. These bombs deal a high level of damage.

» Space Relief
The default special item of an Armoured Arwing. It replenishes the craft's shields.

» Super Shield
The Light Arwing is equipped with super shields by default. When used, these surround the craft with a powerful barrier, making it impervious to damage for a limited time.

Other Items

» Repair

Restores two segments of the Arwing's shield meter. When dropped by an enemy, this item will vanish after a certain time.

» Shield Square (only found on land)

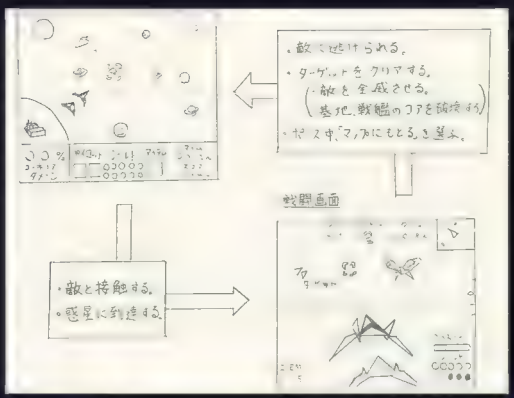
Step on it while in Walker form and this Shield Square will gradually regenerate your craft's shields.

» Mothership (map screen only)

Travel to the mothership in order to restore your shields. The mothership can be warped along with your Arwings to planets that aren't occupied by enemy forces. To do this, select "Yes" when prompted, choose your destination with the +Control Pad and confirm your selection by pressing the B Button.

» Mysterious Medals

These glittering, golden medals can be found during battle. Medals you've collected are displayed at the top right of the results screen.



Mini-map

If Corneria is attacked while you are in battle view, its level of damage will be displayed and you will receive a communication from General Pepper. To decide whether to go the planet's aid, press the START Button to open the pause menu.

On the pause menu you can view a mini-map of the Lylat system. Time does not pass while you're on this screen, so take your time to assess the situation.

START Button

If you choose to go and help Corneria, select "RETURN TO MAP" to go back to the map screen.

If you return to the map screen, your progress through the area you were in will be lost. On the pause menu you also have the option to switch your viewpoint (only possible in space).

Reading the Radar

» Your Arwing
The tip of the arrow points in the direction you are facing.

» Red dot
An enemy, an enemy projectile or similar.

» Red 'T' dot
An enemy base on a planet.

» Yellow dot
A vessel or similar object related to a mission objective.

» Green dot
An item.

» Blue dot
A Shield Square.

Red, yellow and green dots change in appearance to indicate the relative altitude of targets to your Arwing.

Below your Arwing | At the same altitude | Above your Arwing

The radar scale adjusts automatically according to the distance between your vessel and the target. The radar doesn't just show the location of objects - it also shows the path through enemy bases and other places where the route might not be immediately apparent.

Long-range | Mid-range | Close-range

Target Display

In space the target shown will be the enemy closest to you. On planets, targets shown will be things like switches and enemies guarding switches.

Game Over

If Corneria sustains 100% damage it will be destroyed, and the game will end. If your Arwing is destroyed you can continue as your wingman, but if that craft is also destroyed it's game over.

Your Score

When the game ends, your results will be displayed.

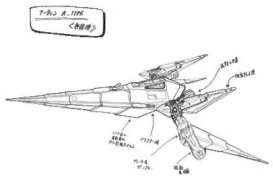
All records can be deleted by selecting "ERASE" then "YES".

>> Rank

Your rank is influenced by various factors like number of enemies defeated and time taken. For example, the longer you take, the lower your rank is likely to be.

If your score is in the top five, you can save it to the records. Use the +Control Pad and the B Button to input your initials (up to three characters) and confirm by selecting "OK".

You can view these top five scores by selecting "RECORD" from the title screen. To see the results screen for the game related to a particular record, select that record and then "DETAIL".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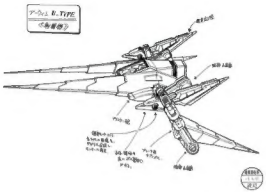
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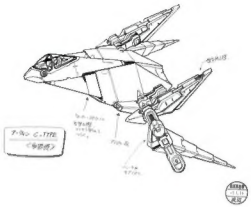
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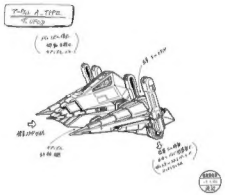
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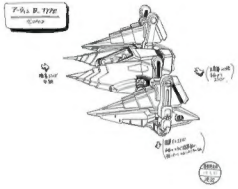
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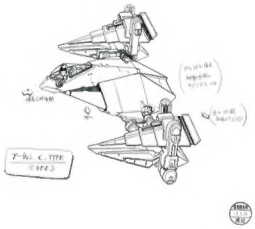
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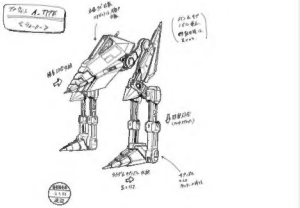
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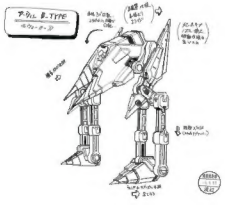
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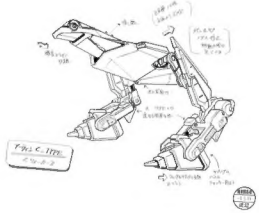
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